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(54) **GAZE-BASED USER INTERACTIONS**

(71) Applicant: **Apple Inc.**, Cupertino, CA (US)

(72) Inventors: **Avi Bar-Zeev**, Oakland, CA (US);
Ryan S. Burgoyne, Sunnyvale, CA
(US); **Devin W. Chalmers**, Oakland,
CA (US); **Luis R. Deliz Centeno**,
Fremont, CA (US); **Rahul Nair**, Daly
City, CA (US); **Timothy R. Oriol**, San
Jose, CA (US); **Alexis H. Palangie**,
Palo Alto, CA (US)

(73) Assignee: **Apple Inc.**, Cupertino, CA (US)

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Primary Examiner — Claudia Dragoescu

(74) *Attorney, Agent, or Firm* — Dentons US LLP

(57) **ABSTRACT**

In an exemplary process for interacting with user interface
objects using an eye gaze, an affordance associated with a
first object is displayed. A gaze direction or a gaze depth is
determined. While the gaze direction or the gaze depth is
determined to correspond to a gaze at the affordance, a first
input representing user instruction to take action on the
affordance is received, and the affordance is selected respon-
sive to receiving the first input.

23 Claims, 51 Drawing Sheets

